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H Hefke, G Ziegler, A Tevs, C Theobalt... - ACM Transactions on ... , 2007 - portal.acm.org

... In the following section, we derive the mathematical recipes for viewing **ray traversal** and irradiance computation ... For some of our **test** objects, we simulated spatially varying attenuation in the ... only one incoming light **direction**, corresponding to the highest energy **ray** passing a ...

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Parallel volume rendering

R Westermann - Parallel Processing Symposium, 1995. ... , 2002 - ieeeexplore.ieee.org

... Mont& et d. [10] proposed to replicate the **volume data along** procedure clusters on a MIMD nCUBE architecture, taking advantage of the fast communication primitives between ... If we assume an independent evaluation of the rendering integral for **each ray**, and **each** data item ...

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Massively parallel software rendering for visualizing large-scale data sets

KL Ma... - IEEE Computer Graphics and Applications, 2001 - computer.org

... Figure 2 shows the basic **ray-volume traversal** method we describe here. ... through two main techniques: 9 accelerating or eliminating **ray-voxel** intersection **tests** and parallelization. ... 3. **Ray** tracing for **volume** visualization naturally lends itself toward parallel implementations. ...

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... Furthermore the distances from the entrance point to the planes on the **ray** are PX,PY and PZ. ... of this **protocol** is that there have to be distinguished synchronization points, at which the nodes perform the polling to check the network for ... a node starts **traversal** of a new subblock. ...

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MJ Keates... - Computer Graphics Forum, 1995 - Wiley Online Library

... to cluster them to build the tree can be time consuming and the **ray/box** intersection **tests** are more expensive than the **ray traversal** algorithms of ... classified as an embarrassingly parallel problem, and is easily parallelised by processing **each** primary **ray** independently. ...

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S Mancini, Z Larabi, Y Mathieu, T Tóczek... - Journal of Real-Time ... - Springer

... can be adapted to use projective geometry [18], which permits a higher **traversal** accuracy, and is ... When performing **ray** casting, the contribution of **each** traversed cell is taken into account for ... implemented in a variety of ways; for our **tests**, we used **voxel-based volume** rendering ...

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... AS THE CURRENT IMAGE PIXEL **ALONG THE RAY** 2120- 2140 CHECK DISTANCE FROM ... AT THIS POINT 2160- GO TO NEW SAMPLING POINT **ALONG RAY** AT DISTANCE i ... c START 2510 SEGMENT COLON LUMEN 2520 SELECT POINT WITHIN **EACH** SEGMENT ALL ...

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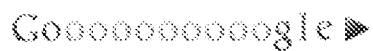
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